```java
import java.awt.*;
import javax.swing.*;


public class MyApplication extends JFrame {
    private static final Dimension WindowSize = new Dimension(600,600);


    public MyApplication() {
        //Create and set up the window.
        this.setTitle("Pacman, or something..");
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);


        //Display the window, centred on the screen
        Dimension screensize = java.awt.Toolkit.getDefaultToolkit().getScreenSize();
        int x = screensize.width/2 - WindowSize.width/2;
        int y = screensize.height/2 - WindowSize.height/2;
        setBounds(x, y, WindowSize.width, WindowSize.height);
        setVisible(true);
    }


    public void paint(Graphics g) {
        for (int x=50; x<600; x+=50) {
            for (int y=50; y<600; y+=50) {
                int red = (int)(Math.random()*256);
                int green = (int)(Math.random()*256);
                int blue = (int)(Math.random()*256);
                Color c = new Color(red, green, blue);
                g.setColor(c);
                g.fillRect(x-20, y-20, 40, 40);
            }
        }
    }


    public static void main(String [ ] args) {
        MyApplication w = new MyApplication();
    }
}
```

Week 1 Sample Solution

Pacman, or something..